**Chapter 20 pages 399-414**

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* Spatial sense – An intuition about shapes and the relationships among shapes
* Tessellation – a tiling of the plane using one or more shapes in a repeated pattern with no gaps or overlaps
* Regular polygon – all sides and all angles are congruent
* Triangle – polygon with exactly three sides
* Equilateral triangle – all sides are congruent
* Isosceles triangle – at least two sides are congruent
* Scalene triangle – no two sides are congruent
* Right triangle – has a right angle
* Acute triangle – all angles are smaller than a right angle
* Obtuse triangle – one angle is larger than a right angle
* Convex – a shape with no dents
* Quadrilaterals – four sided figure
* Kite- two opposing pairs of congruent adjacent sides
* Trapezoid – at least one pair of parallel sides
* Parallelogram – two pairs of parallel sides
* Congruent – Equal in size and shape
* Parallel – two lines that will never cross
* Vertices - corners
* Sphere – shapes with no edges and no vertices
* Face – a flat surface of a solid
* Polyhedron – a solid bound by polygons
* Cylinder – two congruent, parallel faces joined by parallel lines at each of its points
* Prism – a cylinder with polygons for bases
* Cone – a solid with exactly one face and a vertex that is not on the face. Straight lines can be drawn from any point on the edge of the base to the vertex.